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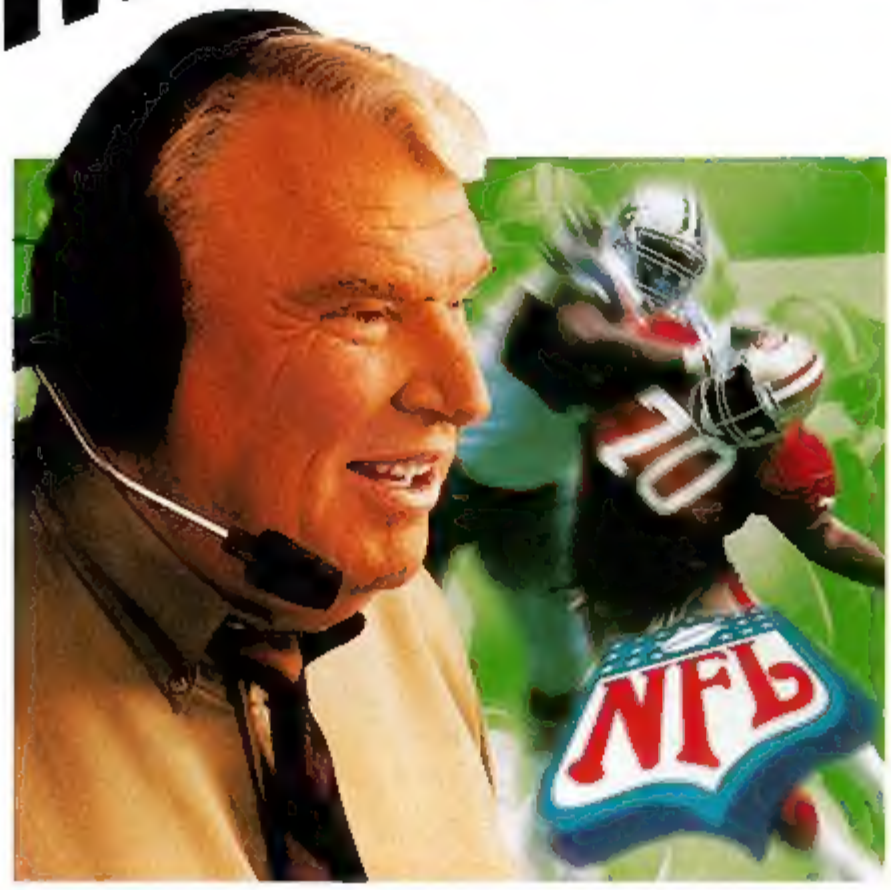
MADDEN NFL 95



EA SPORTS

INSTRUCTION BOOKLET

ELECTRONIC ARTS

SUPER NINTENDO ENTERTAINMENT SYSTEM

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

Back (left ro right): Matthew Crysdale, Eric Browning, Greg Thomas.
Front (left to right): Steve Paris John Schappert, Scott Patterson.

About the Artists

Founded in May, 1988 in Marin County, California, Visual Concepts is based on the single-minded principle of creating the absolute best video games possible. Consisting of a talented and dedicated staff of thirty-five people, Visual Concepts strives to set new standards through innovative design and technical excellence.

John Schappert, the programmer for *Madden '95*, was also the lead programmer for the Super NES® version of *Madden NFL '94*. A talented programmer and avid *Madden* player, John first began programming over a decade ago on his home computer.

In addition to Madden, Visual Concepts has been responsible for such titles as *Clay Fighter, Claymates, TazMania, Desert Strike, MLBPA Baseball and Bill Walsh College Football.*

Visual Concepts looks forward to creating many exciting games in the futrure.

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MADDEN NFL '95

Welcome to EA SPORTS' coverage of the NFL! Once again EA SPORTS has teamed up with John Madden to bring you the most true-to-life interactive football experience available!
We got together with real NFL players and coaches, rewrote our playbooks, and came up with 28 current NFL squads who perform as their professional counterparts would in similar situations. Try to contain the no-huddle Run & Shoot offense of the Buffalo Bills or see if you can pick apart the Seahawks' "Double Talon" defense. EA SPORTS—It's in the game!

Madden NFL '95 features:

- Complete 48-man rosters for every team. Free player substitutions at any position.
- Full NFL season with playoff tournament and Super Bowl. Comprehensive team and position stats throughout.
- 28 current NFL squads along with the 1994 All-Madden team.
- Extensive player injuries affecting full season stats and player availability.
- All new Defensive Playbook.
- Completely revamped, in-depth play-design and execution.
- On-screen player ratings.
- 1994-95 NFL rules including 2-point conversions.
- High Steppin', Stiff Arms, Lay-out Tackles, One-handed Catches, QB Slide, and other detailed player animations.
- Selectable touchdown dances.
- New Madden commentary.

STARTING THE GAME

1. Turn OFF the power switch on your Super Nintendo Entertainment System®.

   WARNING: Never try to insert or remove a Game Pak when the power is ON.

2. Make sure a Controller is plugged into Controller Socket 1 on the Super NES®.

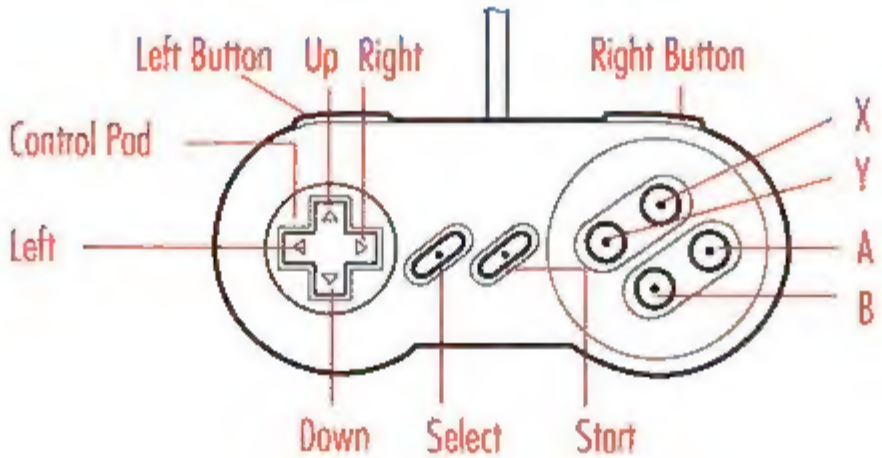
   If you're playing against a friend, plug the other Controller into Controller Socket 2.

3. Insert the ***Madden NFL '95*** Game Pak into the slot on the Super NES. Press firmly to lock the Game Pak in place.

4. Turn ON the power switch.

   The EA SPORTS™ logo appears. If you don't see it, begin again at step 1.

COMMAND SUMMARY



Super NES Controller

OPENING KICKOFF

DEFENSE

Set kicker into motion	**B**
Control direction of kick	Control Pad **left/right**
Kick the ball into play	**B**

OFFENSE

Take control of kick receiver	Control Pad in any direction
Dive	**Y**
Stiff Arm/High Step	**B**
Spin	**A**
Hurdle	**X**

BEFORE THE SNAP

OFFENSE

Snap the ball	**B**
Call fake snap signal	**X**
Call up the audible indicator	**A**
Select an audible	**A, B, or Y**
Cancel an audible	**X**
Set a man in motion	Control Pad **left/right**

NOTE: If the ball is not snapped before the 45-second Play Clock reaches zero, the offense is charged with a Delay-of-Game penalty and penalized 5 yards.

DEFENSE

Control a different player	**B or X**
Reposition controlled player	Control Pad in any direction
Call up the audible indicator	**A**
Select an audible	**A, B, or Y**
Cancel an audible	**X**

AFTER THE SNAP

OFFENSE

RUSHING

Run in any direction	Control Pad in any direction
Dive	**Y**
Stiff Arm/High Step	**B**
Spin	**A**
Hurdle/Juke Move (Open field)	**X**
QB Slide (Quarterback only)	**Y**

PASSING

Control the QB/Scramble	Control Pad in any direction
Call up passing windows	**B** (Passing windows ON)
Pass to receiver Y	**Y**
Pass to receiver B	**B**
Pass to receiver A	**A**

RECEIVING

Control receiver closest to ball	**B**
Dive	**Y**
Jump and raise hands	**X**

PUNTING/KICKING

Snap ball to the punter/kicker	**B**
Control direction of punt/kick	Control Pad **left/right**
Punt/kick the ball	**B**

DEFENSE

Run in any direction	Control Pad in any direction
Control defender closest to ball	**B**
Burst of speed	**A**
Dive	**Y**
Jump and raise hands	**X**

GAME SETUP

Select a Play Mode to determine the type of game you'd like to play. There are four different Play Modes to choose from. Each Play Mode has its own set of Game options.

To select a Play Mode:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to cycle through choices.

PLAY MODE

EXHIBITION: A single game contest between any two teams. You don't have to worry about the condition of your players next week, so pull out all the stops. Every team is available—you can even match a team against itself!

NOTE: Injuries and Overtime periods are not available during Exhibition games.

NEW SEASON: Creates an actual NFL season—complete with AFC and NFC conferences divided into East, West, and Central divisions. Play as many games as you like, or select your favorite team and try to take them to the Super Bowl.

NEW PLAYOFFS: Bypass the season and begin play from the Wildcard round of the Playoff tournament. The Playoff tree is divided into four rounds, culminating with the conference champs going head-to-head in the Super Bowl.

SUDDEN DEATH: Love the competition, but don't have time for 4-quarters of action? Play a Sudden Death game against the CPU (Super NES) or a friend. First team to score takes it all—the taste of victory is just as sweet!

To select Game options:

1. From the Game Setup screen, Control Pad **up/down** to highlight an option.
2. Control Pad **left/right** to cycle through choices.
3. Press **START** when the desired options are selected. The Controller Setup screen appears.

HOME

When you select the home team, you are also selecting the stadium. If you want to play under a dome, be sure to select a team (such as Houston) who plays in a domed stadium. All 28 teams from the 1994 NFL season are available. If you're playing an Exhibition or Sudden Death game, you can choose the All-Madden team as well.

VISITOR

Select the visiting team. In Exhibition and Sudden Death games the visiting and home teams can be the same.

GAME TIME

No matter which Play Mode you select, the Game Time option appears. You choose the full-game length with this option— quarters are broken down automatically by the timekeeper.

WEATHER

You can choose the weather conditions before Exhibition and Sudden Death games. During Season and Playoff games, the weather conditions are determined by Mother Nature and your schedule. A game played in Chicago during the 14th week of the season has an excellent chance of being affected by snow.
Don't worry about games played in domed stadiums. The weather conditions are not a factor due to the controlled environment created by the dome.

CONTROLLER SETUP

From the Controller Setup screen, you can determine which team you wish to represent on the gridiron.
The two teams playing in the upcoming game appear on the Controller Setup screen—home team on the left and visitors on the right. Numbered icons for each controller connected to your Super NES appear in the middle of the screen.

To select teams:

1. From the Controller Setup screen, each human player must Control Pad **left/right** to place their controller icon under the desired team.
2. Press **START** to exit. The Team Matchup screen appears.

NOTE: Controllers do not function during the game unless they are designated to a team. Teams which do not have any controllers designated to them are CPU controlled.

MULTIPLE PLAYER GAMES

The Multi-Player Adapter lets up to five players play against each other or as teammates.
Just plug the adapter into Controller Socket 2 on the Super NES, and you're ready to go.

CAUTION: The Multi-Player Adapter is not designed for use with the Super NES Super Scope, the Super NES Mouse, or Controller Socket 1.

In multiple player games, Controller 1 always controls the team captain. The team captain is in charge of calling the coin toss, kicking the ball, calling plays in the huddle, and quarterbacking the team on offense.

Up to five human players can play ***Madden NFL '95*** at the same time using the Multi-Player Adapter. Each controller controls the player on its corresponding color-coded star.

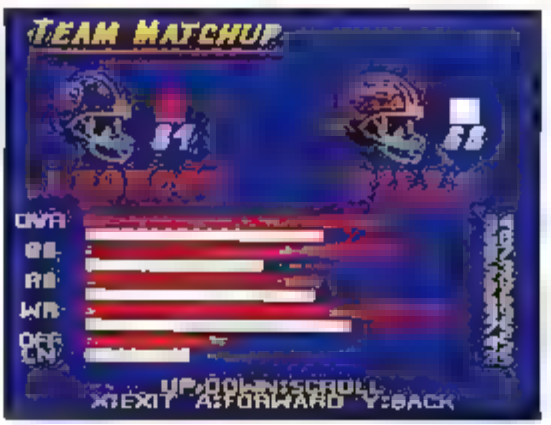
CONTROLLER #	COLOR-CODED STAR
1	Yellow
2	Red
3	Green
4	White
5	Blue

On rushing plays, players with controllers 2-5 can press **B** or **X** to become the intended running back before the ball is snapped. On passing plays, they can become the eligible receivers before the snap, and the intended receiver after the ball is thrown.

NOTE: If the intended running back is not controlled by controllers 2-5 before the ball is snapped, he is controlled by the team captain after the hand-off.

TEAM MATCHUP

The Team Matchup screen provides you with a pre-game skills comparison between the teams before they take the field The Team Matchup screen displays ratings by position (on a scale of 1-100) and by specific player (using a 15-point rating system).



To view Team Matchups by position:

- From the Team Matchup screen, Control Pad **up/down** to scroll through position ratings.

To view Team Matchups by player:

1. From the Team Matchup screen, press **A** to cycle FORWARD through positions—**Y** to cycle BACK.
2. From each Position screen, Control Pad **left/right** to cycle through ratings categories.

- Press **X** to exit. The Pre-Game Show screen appears.

PRE-GAME SHOW

As always, John Madden is your host for the Pre-Game Show. Football's most colorful commentator provides you with the inside info you rarely hear about before it hits the sports page and becomes yesterday's news.

From the Pre-Game Show screen you can customize the upcoming game geared toward your current opponent.

To select Pre-Game Show options:

1. From the Pre-Game Show screen, Control Pad **up/down** to highlight an option.
2. Press **B** to select a highlighted option.

- Press **X** to return to a previous screen.

START GAME

When you're happy with the Pre-Game Show option settings, select START GAME to send the co-captains from both teams out to midfield. The co-captains meet with the head referee for the coin toss.

GAME PLAY OPTIONS

Game Play Options contains a submenu with several game modifying options. Adjust the Game Play options until you find a combination you like.

SET AUDIBLES

During a game you have access to a total of six audibles—three offensive and three defensive. Audibles can be called from the line of scrimmage, to adjust to an unusual line-up by your opponent.

From the Set Audibles option, you can select the six plays you are most comfortable with as your audible choices.

To set audibles:

1. From the Set Audibles screen, Control Pad **up/down** to highlight OFFENSE or DEFENSE.
2. Press **B** to select the highlighted option.
3. Control Pad **up/down** to highlight AUDIBLE Y, B, or A and press **B** to select. Audible letters correspond to the buttons on your controller.
4. Select the desired Formation and Play as you would during a game. (See Playing A Game on page 16.)
5. Press **X** to return to the Game Play Options screen.

MUSIC MODE

The music at EA SPORTS Central can be turned OFF or ON. With music OFF, a celebration tune is still played each time a team scores

MADDENISMS MODE

John Madden is the most exciting Color Commentator in sports. However, you have the option to silence his mid-action interjections if you wish to take over this responsibility.

PLAY CALL MODE

The default Play Call Mode is Direct mode, but Bluff mode may give you an advantage over opponents who can't help but peek at your team's playbook.

When you select Bluff as your Play Call Mode, only one highlighted box appears for your team in the huddle.

To call a formation and play in Bluff mode:

1. From the huddle, Control Pad in any direction to move the highlighted box around the formation you want.

2. Press **B** to select The play choices appear.
3. Control Pad in any direction to move the highlighted box around a play you would like to use as a Bluff.
4. Press **Y**. The usual select tone sounds, although the play has not been selected. Bluff several plays to confuse your opponent.
5. Control Pad in any direction to move the highlighted box around the play you wish to run.
6. Press **B**. The play is selected, although the huddle does not break.
7. Bluff several more plays.
8. Press **A**. The huddle breaks and your opponent has no idea which play you've selected.

PASS CATCH MODE

When Pass Catch Mode is set to Auto mode, you control your receiver ***after*** a pass completion. Select Manual mode to take control of the intended receiver when the ball is still in the air. It's up to you to direct your receiver to catch the ball.

PASS WINDOW MODE

In ***Madden NFL '95***, EA SPORTS gives you the option to view your receivers in the traditional passing windows, or remove the passing windows and scan your receivers as they run their patterns on the field.

INJURY MODE

Unfortunately, injuries are a major part of football—career- ending collisions occur every season in the NFL. As no professional football player is invincible, neither are the athletes in ***Madden NFL '95***. With Injuries ON, players are subject to over 70 different injuries, ranging from Back Spasms to Dislocated Hips.

SETTINGS

After you have modified the Game Play options, select SAVE SETTINGS from the Settings option. RESTORE SETTINGS restores the Game Play Options to their defaults.

SUBSTITUTIONS

Each team in ***Madden NFL '95*** has a full 48-man roster. Any member of your squad can be brought into the game from the Substitutions screen at any time. When players are knocked out by injury, substitutions are made automatically.

To make substitutions:

1. From the Substitutions screen, Control Pad **up/down** to highlight OFFENSE or DEFENSE and press **B** to select.
2. From the Offense/Defense screen, Control Pad **up/down** to highlight the formation you wish to change and press **B** to select.
3. From the Formation screen, Control Pad **up/down** to highlight the position you wish to change and press **B** to select.
4. From the Position screen, Control Pad **up/down** to highlight the Active Player you wish to replace and press **B** to select.
5. Control Pad **up/down** to highlight the Available Player you wish to bring into the formation and press **B**. The two players switch places.

- Control Pad **left/right** to cycle through the ratings categories.
- Press **Y** to cancel player selections.
- Press **A** to cancel any substitutions and return the screen to its default settings.
- Press **X** to exit to the previous screen.

INJURY REPORT

The Injury Report is available in Season and Playoff modes to keep you abreast of your team's health condition and that of your opponents. Mary Snow provides up-to-the-minute information on injuries from around the league. The injured player's number and position appear, along with the type of injury and the player's expected convalescence period.

When an injury occurs during a game, Mary automatically appears with the current status of the injury.

To view injury information from around the league:

- Control Pad **left/right** to cycle through the teams.
- If more than one player on a team is injured, press **Y** or **A** to cycle through the injured players.
- Press **X** to exit to EA SPORTS Central.

WORLD RECORDS

If you find yourself matched-up against an inferior opponent, you could turn the intensity level down a bit and take it easy on 'em—we suggest generating as much yardage and as many points as possible. The World Records screen keeps track of outstanding individual and team accomplishments.

If you break a World Record during a game, the World Records entry screen appears prompting you to enter your name.

To enter your name for a World Record:

1. From the World Records entry screen, Control Pad **up/down** to cycle through the available letters, numbers, and symbols.
2. When the desired character has been selected, press **B** to enter it and move the cursor to the next space.
3 If you make a mistake, press **Y** to move the cursor back to the previous space.

4. When your name has been entered correctly, press **START** to save. The World Records screen appears with the updated information.

EA SPORTS TICKER

When playing in Season or Playoff mode it is essential to keep tabs on how your opponents are faring in their match-ups for the week. The EA SPORTS Ticker provides up-to-the-minute quarterly scores for games in progress, and final scores for each completed game.

PLAYING A GAME

During the time you spent at EA SPORTS Central for the Pre-Game Show, the players had a chance to suit up and begin stretching out on the field. Now that the game has been customized to your liking and the players are warmed up, it's time to start playing football.

COIN TOSS

The co-captains from each team converge on the NFL logo in the center of the field and the head referee flips the official coin into the air. The visiting team's co-captains must call heads or tails before the coin hits the ground.

To make a coin toss selection:

- Control Pad **left** to select heads—**right** for tails

The winner of the coin toss has the opportunity to choose whether they wish to Kick or Receive the opening kickoff.

To make a kickoff selection:

- Press **Y** if you choose to kick—**B** to receive.

The losing team chooses whether they wish to defend the Home or Away goal during the first half of the game.

To make a goal selection:

- Press **Y** if you choose to defend the home goal—**B** for the visitor goal.

NOTE: To assist you in your choice of goal, the wind sock displays which direction (if any) the wind is blowing. The wind blows with the same force and in the same direction for the entire game.

KICKING OFF

The opening kickoff and ensuing first drive can set the emotional tone for the entire game. Make sure your intensity level is high before setting your kicker into motion.

To kick the ball:

1. When your team is lined up in kicking formation, press **B** to set your kicker in motion and start the strength meter moving upward.
2. Control Pad **left/right** to aim your kick.
3. Press **B** again to stop the meter and strike the ball. The higher the meter is at the time you stop it, the further the ball will travel in the air

NOTE: The procedure for kicking the ball is consistent for kicks, punts, and field goals throughout the game.

As soon as the ball is in the air, rush your kicking team down field as fast as possible and "stick" the kick returner.

To make a special teams tackle:

1. Control Pad in any direction to chase down the kick returner.
2. Press **B** to control your player closest to the ball.

- Press **A** for a burst of speed.
- Press **Y** to dive at the kick returner.

ONSIDE KICK

Use the Onside kick to attempt to gain quick possession of the football. Try an Onside kick late in the game, when the scoreboard shows you're still trailing.

To recover an Onside kick, the ball must travel at least ten yards. After ten yards it's anybody's ball and both teams have an equal opportunity to gain possession.

To attempt an onside kick:

1. When your team is lined up in kicking formation, press **A** to call up the audible indicator
2. Press **A** again to set the onside kick formation. Your kicking team shifts to the right-hand side of the ball. (If you wish to return your team to standard kickoff formation, press **A** then **B**.)
3. Press **B** to set your kicker in motion and start the strength meter moving upward.
4. Control Pad **right** and press **B** again immediately. The ball is kicked a short distance in the direction of your teammates.

RECEIVING THE KICK

The Kick Returner is automatically positioned to catch the ball. If he catches the ball in the open field, he begins to run upfield. If he catches the ball in the end zone he remains in place until you run him out. If you do not run him out, the referee signals a touchback and the offensive drive starts on your own 20-yard line

To take control of the Kick Returner:

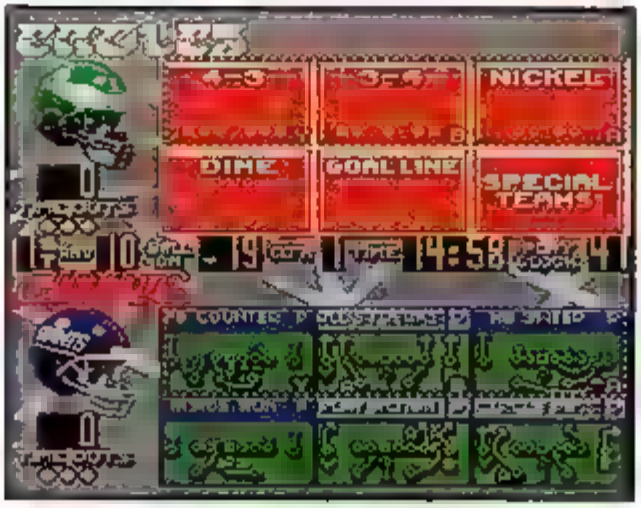
1. When the Kick Returner is in possession of the ball, Control Pad in any direction.

- Press **B** to Stiff Arm or High Step past a defender.
- Press **A** to Spin out of an opponent's grasp.

- Press **X** to Hurdle over a downed defender.
- Press **Y** to Dive for extra yardage or over the goal-line.

EXECUTING AN OFFENSIVE PLAY

In ***Madden NFL '95*** you can control a play from the moment the ball is snapped until the referee blows it dead, or call a play and watch as it unfolds. Before you set your team at the line of scrimmage, you must get together in the huddle to select a formation and call a play.



To call formations and plays:

1. The Huddle screen appears before each down. From the huddle, Control Pad **up/down** to scroll through the available formations.

- Press **X** to flip the formations and plays if you wish to run them in the opposite direction. Press **X** again to revert the formations and plays back to the defaults.

2. Press **Y**, **B**, or **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to call the play in the corresponding box. Your team breaks the huddle and sets up at the line.

After you have selected a formation, but before you have called a play, you can change your formation selection.

- From the play choices, press the **L** or **R** buttons to return to the formation choices.

NOTE: After you have selected a formation and called a play, the only way to change your decision is to call a timeout or audible from the line of scrimmage. You are sent back to the huddle where you may choose a different play.

RUSHING PLAYS

In the huddle, rushing plays are displayed against a dark blue background on the play choices. Choose your desired rushing play and call it. You can watch the CPU execute the play or take control of the ballcarrier after the hand-off. A color-coded star and his jersey number appear beneath the ballcarrier's feet so you know who he is

To execute a rushing play:

1. When the offensive line is set, press **B** to snap the ball. The hand-off or toss is automatic.
2. Control Pad in any direction to take control of the ball carrier, direct him through the line of scrimmage, and move up-field.

To break tackles and shake defenders:

- Press **B** to Stiff Arm or High Step past a defender.
- Press **A** to Spin out of an opponent's grasp.
- Press **X** to Hurdle over a downed defender.
- Press **Y** to Dive for extra yardage, or over the goal-line.

NOTE: If your quarterback is the ball carrier and in danger of being tackled, press **Y** for a QB Slide. The quarterback slides feet first to avoid the tackle and any possibility of injury.

PASSING PLAYS

In the huddle, passing plays are displayed against a light blue background on the play choices. Choose your desired passing play and call it. You can let the CPU execute the play or move the quarterback out of the pocket and take over yourself.

To execute a passing play:

1. When the offensive line is set, press **B** to snap the ball.
2. Control Pad in any direction to move the quarterback out of the pocket and take over the play.
3. Press **B** to call up the passing windows. An eligible receiver appears in each window corresponding to the **Y**, **B**, and **A** buttons on your controller.
4. Press **Y**, **B**, or **A** to throw a pass to the corresponding receiver.

NOTE: When playing with Passing Windows OFF, each eligible receiver is labeled Y, B, or A corresponding to the buttons on your controller. Watch the receivers run their patterns on the field and throw a pass to the open man.

Once the ball is in the air, a yellow crosshair appears on the field marking the ideal reception spot. The receiver automatically completes his pattern toward the crosshair, raises his hands for the ball and runs upfield—if he makes the catch. You can take control of the designated receiver while the ball is still in the air to assist him in the reception of the pass.

To control the intended receiver:

1. When the ball is in the air, press **B** to take control of the intended receiver. A color-coded star appears beneath his feet.
2. Control Pad in any direction to guide the receiver toward the yellow crosshair.

- Press **X** to jump and raise hands for the ball.

- Press **Y** to dive for the ball.

NOTE: When playing in the Manual Pass Catch mode, you must take control of the intended receiver or he will simply run his designated pattern

NO HUDDLE PLAYS

You may experience situations during a game when it seems as though the clock is a tougher opponent than the opposing team. Under these circumstances, it makes sense to bypass the huddle and call your plays at the line.

To execute a no huddle play:

1. Immediately after the ref blows a play dead, hold **A**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. Your team runs the same play it ran the previous down.

To run an audible from a no huddle play:

1. Immediately after the ref blows a play dead, hold **A**. Your team rushes back to the line of scrimmage.
2. Press **A** to call up the audible indicator.
3. Press **A**, **B**, or **Y** to select the desired audible. (Press **X** if you decide not to run an audible.)
4. Press **B** to snap the ball. Your team runs the selected audible

To stop the clock from a no huddle play:

1. Immediately after the ref blows a play dead, hold **Y**. Your team rushes back to the line of scrimmage.
2. Press **B** to snap the ball. The quarterback immediately throws the ball into the turf.

EXECUTING A DEFENSIVE PLAY

Select a defensive formation and call a play in the same manner as described above for offensive plays.
The defense has a total of five seconds after the offense makes its play selection to break out of the huddle A timer appears on the screen indicating the amount of time left. If you don't choose a formation and a play in time, your team lines up to run the same play it ran the previous down.

To execute a defensive play:

1. When the defensive line is set, press **B** to cycle FORWARD through your line-up—**X** to cycle BACK.
2. Control Pad in any direction to move the currently controlled defensive player.

NOTE: Defensive players can be repositioned anywhere you like, but if they make contact with the offensive line before the ball is snapped or are past the line of scrimmage when the ball is snapped, an offside penalty is called.

To tackle the ball carrier and break up offensive plays:

- Press **B** to control the defender closest to the ball.
- Press **A** for a burst of speed if you get burned.
- Press **Y** to make a diving tackle or smother the QB.
- Press **X** to jump and raise hands to intercept a pass or block a kick.

SPECIAL TEAMS

Special Teams plays are generally used in punting, field goal situations, and extra point attempts. But, nobody will criticize you for utilizing the Field Goal Block play as your ultimate blitz if it results in a QB sack for a 15-yard loss.

To select a Special Teams play on offense:

1. From the huddle, Control Pad **down** twice to highlight Punt and Field Goal.
2. Press **B** or **A** to select the formation in the corresponding box. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

To select a Special Teams play on defense:

1. From the huddle, Control Pad **down** to highlight Special Teams.
2. Press **A** to select the Special Teams formation. A set of plays appear that are available from the selected formation.
3. Control Pad **up/down** to scroll through the available plays.
4. Press **Y**, **B**, or **A** to select the play in the corresponding box. Your team breaks the huddle and sets up at the line.

GAME PAUSED

When the game is paused, you return to EA SPORTS Central where John Madden is standing by. Check on game stats and summaries, view an instant replay of the last down, or call a timeout. The Game Paused screen offers all of the options available from the Pre-Game Show screen along with additional choices relevant to the present game.

To pause the game in progress:

1. At any time during gameplay, press **START**. The Game Paused screen appears.

To make selections from the Game Paused screen:

1. From the Game Paused screen, Control Pad **up/down** to highlight options.
2. Press **B** to select a highlighted option.
3. Press **X** to return to a previous screen.

RESUME GAME

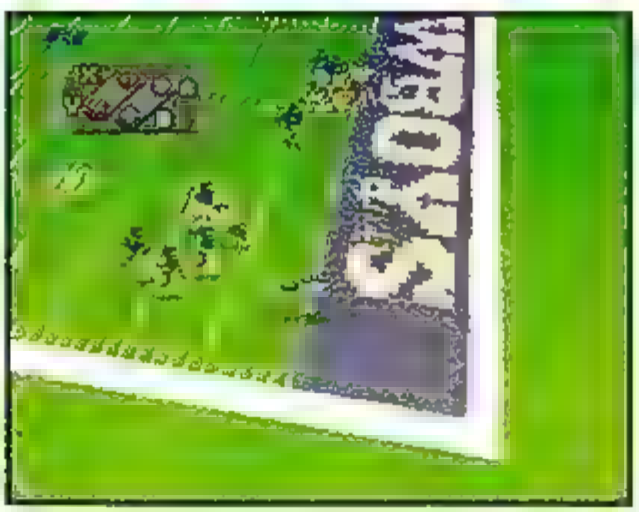
Resume the game in progress. Get back to the action. Hustle your team back on the field.

CALL TIMEOUT

Each team is allowed 3 timeouts per half. A timeout stops the game clock and resets the play clock with a fresh 45 seconds. Call a timeout to gather your wits when you must score before the end of the half, or if you're behind and your opponent is attempting to run the clock down.

INSTANT REPLAY

Let's face it—QB sacks, interceptions, and kickoffs returned for touchdowns are worth seeing again. Instant Replay allows you to view great plays over and over. Utilize the VCR-like controls to step inside the production booth and roll the tape.



To view an Instant Replay:

- Press **B** to play at normal speed.
- Press **B** again to pause.
- Hold **X** to play in super-slow motion.
- Hold **A** to play in super-fast motion.
- Hold **Y** to rewind.
- Hold the **L/R** buttons to rotate the view left/right.
- Press **START** to exit. The Game Paused screen appears.

NOTE: If you wish to isolate a particular player or portion of the field, Control Pad in any direction to position the yellow box over the player or portion of the field you want to isolate.

GAME STATS

Measure the performance of both teams at any time during the game with up-to-the-minute stats in 31 categories. The Game Stats screen lists the two teams side-by-side for easy comparisons.

To view Game Stats:

- From the Game Stats screen, press **A** to cycle FORWARD through stat categories—**Y** to cycle BACK.
- Press **X** to exit. The Game Paused screen appears.

TEAM STATS

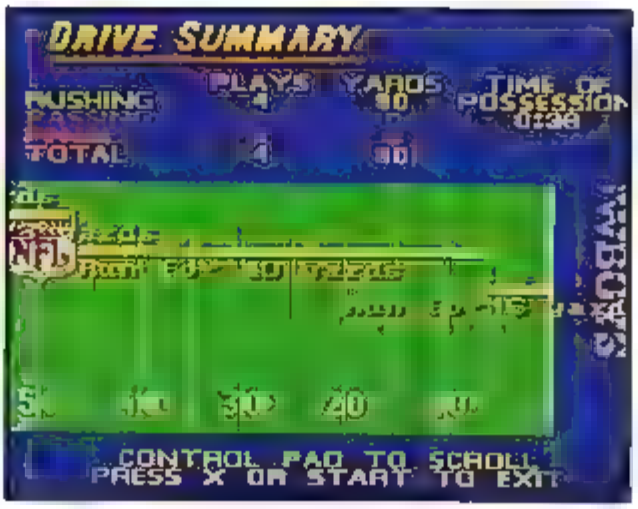
The Team Stats screen displays current game statistics for every player on each team. Stat categories are separated by position, and rosters are listed one team at a time. The Team Stats screen is a good place to determine if your players are performing up to their potential and make some preliminary substitution decisions.

To view Team Stats:

- From the Team Stats screen, press **A** to cycle FORWARD through positions and teams—**Y** to cycle BACK.
- Control Pad **up/down** to cycle through on-screen positions.
- Control Pad **left/right** to scroll through stat categories.
- Press **X** to exit. The Game Paused screen appears.

DRIVE SUMMARY

Drive Summary chronicles the sequence of events making up the current offensive drive. The Drive Summary displays a report of total plays, yards, and time of possession, as well as a bar graph representing the drive.



To view the Drive Summary:

- Control Pad in any direction to scroll the field diagram.
- Press **X** to exit. The Game Paused screen appears.

SCORE SUMMARY

The Score Summary screen displays a line score showing the amount of points scored by each team in every quarter. You can also review a detailed account on how the most current points were scored and by whom.

HALFTIME SHOW

The Halftime Show appears automatically, after the final play of the second quarter. You return to EA SPORTS Central where John Madden is waiting, with a complete summary of first half action. The players are busy receiving updated game plans for the second half, so take some time to examine the extensive stats available during the Halftime Show.

START HALF

Run your team back out onto the field and line up in kicking formation for the start of second half play.

END GAME SHOW

At the end of a game the final score is displayed on the screen while the players run off the field and head for the locker room. Once the players leave the field, you return to EA SPORTS Central for a final wrap-up of the game. John Madden has some closing thoughts on the contest and you'll have the opportunity to view cumulative stats for the entire game.

EXIT

Exit the End Game Show, distribute icepacks to your players, and return to the Game Setup screen.

SEASON MODE

Madden NFL '95 generates an entire NFL season schedule complete with a post-season playoff tournament, culminating with the Super Bowl. The league is divided into NFC and AFC conferences, each with East, West, and Central divisions.

Play any games you choose throughout the season or select your favorite team and try to win the Super Bowl. The CPU can simulate any games you wish to bypass, but you must compete in the Super Bowl. Realistic statistics and standings are compiled and saved for every game, played or simulated.

To set up a New Season schedule:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose NEW SEASON.
3. Adjust the game length if you wish and press **START** to select. A warning message appears indicating all saved season data will be erased if you continue.
4. Press **Y** to continue—**B** to cancel. If you continue, the NFL Schedule for Week 1 appears.

From the NFL Schedule screen, you can preview upcoming schedules for every team. If your favorite team's schedule appears especially grueling this season, you can petition for a new schedule and hope for an easier road to the playoffs. When the season looks fair all the way around, select your games and start playing football!

To view the upcoming NFL schedule:

- From the NFL Schedule screen, Control Pad **left/right** to scroll through the schedule week-by-week.

To view upcoming Team schedules:

1. From the NFL Schedule screen, Control Pad **up/down** to move the football icon next to the match-up of your choice.

2. Press **Y**. The Team Schedule appears for the team listed on top.
3. From the Team Schedule screen, Control Pad **up/down** to highlight one of the selected team's opponents.
4. Press **Y**. The Team Schedule appears for the highlighted opponent.

- Press **X** to return to the NFL Schedule.

NOTE: During the season, the Team Schedule displays the results and final scores of completed games for each team.

To generate a new schedule:

- From the NFL Schedule screen, press **SELECT.** A new schedule is generated and ready to be viewed

Select as many games to play for the week as you want. Each game must be selected before you begin playing the first game. Games that are not selected are simulated by the CPU.

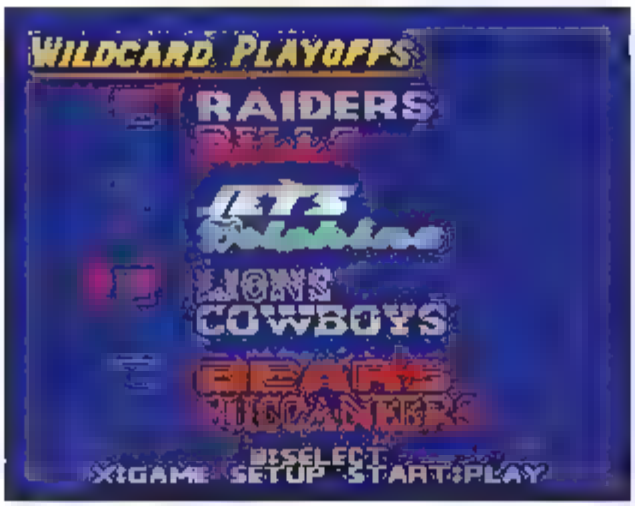
To play games in a Full Season:

1. From the NFL Schedule, Control Pad **up/down** to move the football icon to the game of your choice.
2. Press **B**. A check mark appears, indicating the game is selected.
3. Press **B** again to deselect games you decide not to play; the check mark disappears.
4. Press **START** to continue. The Controller Setup screen appears for the first game.

After completing a season game, the NFL Schedule appears displaying selected games yet to be played. When all games are completed, the NFL Schedule appears for the next week. Select and play games for the remainder of the season in the manner above.

PLAYOFF MODE

Madden NFL '95 generates a 4-round playoff tree, culminating in the Super Bowl. Your team enters the playoffs as a wildcard or division champion with a tough schedule on the road to the finals.
Play any games you choose throughout the playoffs or select your favorite team and try to win the Super Bowl. The CPU simulates any games you wish to bypass, but you must compete in the Super Bowl. Realistic statistics are compiled and saved for every game, played or simulated.



To set up a New Playoff tree:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose NEW PLAYOFFS.
3. Highlight HOME and Control Pad **left/right** to cycle through the 28 NFL teams.
4. Adjust the game length if you wish and press **START** to select. A warning message appears indicating all saved season data will be erased if you continue.
5. Press **Y** to continue—**B** to cancel. If you continue, the Wildcard Playoffs screen appears

To play games in the Playoffs:

1. From the Wildcard Playoffs screen, Control Pad **up/down** to move the football icon to the game of your choice.
2. Press **B**. A check mark appears indicating the game is selected.
3. Press **B** again to deselect games you decide not to play; the check mark disappears.
4. Press **START** to continue. The Controller Setup screen appears for the first game.

When you have adjusted the Controller Setup, the Playoff Chalkboard appears with the playoff teams matched up in their respective brackets.

- From the Playoff Chalkboard, Control Pad in any direction to scroll the playoff tree.
- Press **START** to exit. The Team Matchup screen appears.

After completing a playoff game, the Playoffs screen appears displaying selected games yet to be played. When all games are completed, the Playoffs screen appears for the next round. Select and play games for the remainder of the tournament in the manner above.

CONTINUE SEASON/PLAYOFFS

Madden NFL '95 saves one Season or Playoff in progress at a time. Season and Playoff data is saved after each completed game You can play as many games of a Season or Playoff as you like, turn OFF the power on your Super NES, and resume the Season or Playoff at a later time from the next game.

NOTE: You must select EXIT from the End Game Show to complete a game. Data is not saved for incomplete games.

To continue a Season in progress:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose CONT. SEASON.
3. Adjust the game length if you wish and press **START** to select. The NFL Schedule reappears at the point it was saved.

To continue a Playoffs in progress:

1. From the Game Setup screen, Control Pad **up** to highlight PLAY MODE.
2. Control Pad **left/right** to choose CONT. PLAYOFFS.
3. Adjust the game length if you wish and press **START** to select. The Playoffs screen reappears at the point it was saved.

LEAGUE STATS

Madden NFL '95 compiles and saves statistics for every player throughout an entire season or playoff tournament. From the League Stats screens, you can view current stats in several different categories.

Statistics can be viewed by league and conference leaders, or complete team rosters. Stat leaders are displayed in a wide variety of passing, receiving, rushing, defense, kicking, punting, kick returning, and punt returning categories.

To view League Stats:

1. From the Cont. Season or Cont. Playoffs screen, Control Pad **up/down** to highlight LEAGUE STATS.
2. Press **START** to select. The League Stats screen appears.
3. Control Pad **up/down** to highlight an option.
4. Control Pad **left/right** to cycle through choices.
5. Press **START** when the desired options have been selected. The appropriate Stats screen appears.

- Press **X** to return to the Game Setup screen.

Viewing stats by league or conference:

1. From the Stats screen, press **A** to cycle FORWARD through Stat Type—**Y** to cycle BACK.
2. From each Stat Type screen, Control Pad **left/right** to scroll through stat categories.

- Press **X** to exit. The League Stats screen appears.

Viewing stats by individual team:

1. From the Team Stats screen, press **A** to cycle FORWARD through teams—**Y** to cycle BACK.
2. From each team's screen, Control Pad **up/down** to highlight position groupings.
3. Control Pad **left/right** to scroll through the stat categories for the position grouping.

- Press **X** to exit. The League Stats screen appears

NOTE: All accumulated League Stats data is erased when you begin a New Season or New Playoffs.

LEAGUE STANDINGS

The League Standings screens can be displayed after any completed season game. View standings by league or conference to keep tabs on the top ten teams in the NFL, NFC, and AFC or check out the divisional standings to determine which teams are in the running for playoff spots.

To view League Standings:

1. From the Cont. Season screen, Control Pad **up/down** to highlight League Standings.

2. Press **START** to select. The Standings screen appears.
3. From the Standings screen, press **A** to cycle FORWARD through groupings—**Y** to cycle BACK.
4. Control Pad **left/right** to cycle through standings categories.

- Press **X** to exit. The Game Setup screen appears.

NOTE: All accumulated League Standings data is erased when you begin a New Season or New Playoffs.

ENDZONE DANCES

Madden NFL '95 features eight original Endzone Dances performed by the player who scores a touchdown. Dances are executed automatically, in random order, unless you decide to take control. Each touchdown caps a unique drive and only you can determine which Endzone Dance is most appropriate for the current celebration.

To call up a specific endzone dance:

Cabbage Patch	**Y** + D-Pad **up**
Chicken	**Y** + D-Pad **right**
Back Spike	**Y** + D-Pad **down**
Spike Jump	**Y** + D-Pad **left**
Spike Windup	**B** + D-Pad **up**
Knees	**B** + D-Pad **right**
Shake	**B** + D-Pad **down**
Pepper	**B** + D-Pad **left**

NOTE: Activate the Endzone Dance controls immediately after your player scores or a random dance is performed. Some Endzone Dances require that your player be in specific situations; experiment with these moves and see what happens.

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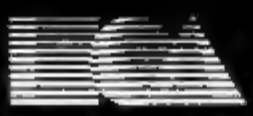

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